



ATTITUDE OF *Gratitude*

NATIONAL
EVENTS

AOG Rules

During the Game

1. It is a forfeit game if a team does not have four (4) players present within five (5) minutes after the scheduled start time of any game and must be officially forfeited by the Event Director. If the team shows up after this time, the operator may have the game running clock and the forfeit will be in effect if the non-violating coach requests.
2. There will be a two (2) minute warm-up period between games.
3. Halftime is two (2) minutes.
4. All games will be two (20) minute running clock halves.
 - a. If the game is less than 10 points with two minutes in the second half the clock will stop.
 - b. Overtime is (1) minute and each team is given one timeout in overtime (no timeouts carry over from regulation). Second overtime is sudden death with no timeouts.
5. Three (3) timeouts per a game that are thirty (30) seconds in length each.
6. A backcourt violation will be called after ten (10) seconds in both boys and girls games..
7. Teams are in double bonus free throws when the other team reaches ten (10) team fouls for the half. There is NO single bonus.
8. Players foul out when a player accumulates six (6) fouls.
9. Players may enter the lane when the ball is released out of the shooter's hand.
10. Technical fouls are 2 free throws and the ball.
11. Intentional fouls are shot regulation.
12. Two technical fouls for a player or coach is an automatic ejection. Fighting or clearing the bench is an automatic ejection. If a coach is ejected, the assistant coach or players can continue to play. Any ejected coach is required to leave the court, they are allowed to coach their next game.

Before the Game

1. The team listed first in the schedule will be the away team and will wear dark colored jerseys.
2. The home team is responsible for providing the game ball.
3. Must use a standard men's size ball.
4. [National High School Federation](#) ("NFHS") rules will be used with some adjustments listed above.

Fan Rules

1. Any fan that negatively affects the outcome of the event by using profanity or personal attacks toward any staff member may be ejected from the game. If the fan refuses to leave within 1:00 minutes, the team affiliated with that fan will forfeit any game being affected by this delay.
2. Any fan or coach that is permanently banned by AOG who enters the building of the event will force the team of that banned member to forfeit all games in the event. Any repeated violations of this policy will equal the program being permanently banned from AOG events.
3. Fighting anywhere at the event, including the parking lot, may result in a permanent ban from AOG events.